



VISIONS

Fanzine for Warzone and Chronopia

Visions
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Elves of Dragoth

by Glenn McClune

And Much More...





**Looking for
articles, artwork for
Issue 4**

Visions is looking for contributors for the next Issue. If you would like to write an article or provide artwork for the upcoming issue, please contact editor
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From The Editor:

Well here is the third issue of Visions. I hope you like it. It took a bit longer to get out than I wanted. Unfortunately this will be my last edition as the editor. Glenn McClune will be taking over again.

Thanks
Mario N. Bonassin





Elves of the House of Dragoth

Decisions of Blood
By
Glenn McClune

By
Glenn McClune

The Following is the account of the attack on the House of Dragoth from the Stygian of Sokar.

"It all began early morning on the 3rd day of the Weeping Moon. We had sent a group of men training some new Land based Dragoth out to test there skills on some local vermin. They were nearly a half hours walk outside town, not even close to any known Stygian grounds. Apparently the Stygian recently increased their grounds. The Dragoth stood their ground excellently and as we would expect, they also bought us enough time to get the guard assembled. We held them off as best we could; thankfully the city is well protected and high walled. As dusk falls, we can here a thundering in the distance . . .

... The morning dawns bright and red, and below the walls, a Stygian force unlike any we have ever seen. They began to assault as soon as the sun rose. Hundreds of Hammerheads started bashing the skulls off our thick walls as we rain down arrows taking down as many as

The House Dragoth is a minor house, and not strong enough to yet be independent, though their power is growing, they are currently found allying with the other houses, most commonly Crystal Lotus and Helios, though they are sometimes seen with Obsidian, they never ally with Jade however. As an ally you may field up to one third of your army of their units, do not count generic units with their paint scheme.

The House of Dragoth is a smaller house, who prides themselves in the training of dragonkin. They have bred many other kinds of dragonbane, which they have given various names, most of which are a smaller and have other minor capabilities.

For a long while they were content to breed their new dragonbanes and supply other houses with warkillers and flying dragonbane. However a recent Stygian onslaught has destroyed their city and now they fight alongside their brethren to destroy the Stygian menace.

The house colours are off-white and dark crimson, the colours of the dragonbane they raise. They have their own Lotus Eater and The Protector of Dragoth, a powerful knight who can control these new dragonbane. They also have the two new warbands, the Dragoth and the Flying Dragoth.

Close Combat Warbands of the House of Dragoth

Dragoth

Dragoth are quite small, being a bit over 5 foot long and about 3 feet tall. They were bred to be small and swift being able to cover long distances quickly, though not the most powerful combatants, they are very sturdy and live long in battle due to their protective scales and thick hides. They are most often coloured in dark red and off-white. Though if asked for by another house they can be bred in other colours as they have a fairly short lifespan.

Dragoth (2-12)

| CC | RC | PW | LD | AC | WD | ST | MV | AR | DEF | SZ | CT |
|----|----|----|----|----|----|----|----|----|-----|----|----|
| 12 | 8 | - | 10 | 2 | 2 | 2 | 5 | 16 | -4 | 1 | 27 |

Special Rules

Blood Frenzy
Cold Blooded
Immune Panic

Equipment

Dragoth have a claw attack, Natural Attack – (2x) Claw (6)

Classification

Draconic

Dragon Might

Cost: 16
Range: 12" and LOS
Level: 3
Actions: 2
Save: No
Effect: The target Draconic Unit gains a +2 to LD and CC until the end of their next activation.





possible. Fortunately we have very little fear of them destroying our walls as they are thick and carved from the mountains themselves. The Stygian then brought our largest fear. Crawlers, of all sizes, they were the thundering in the distance. Now they will breach our walls. They quickly dig under the earth and Stygian swarms follow after in the huge tunnels. The Hordes burst forth in the streets and began to devour every Elf in their sight; many were eaten on the spot. Something unusual appeared in their midst, a new Stygian, one no one else has ever seen, he was large and resembled a priestess, he was not armed or armored, but was a threatening figure nonetheless. He never made to attack or cast any spells he just stood in their midst and Stygians made directly for weak points in the structure and army. They stomped the city with little effort, thankfully there was one exit they had missed, all the families fled into a cavern in the back of city while their retreat was covered by the remaining Retainers and the Dragonbanes that were mature. Once the families were in the caves they were sealed, and the re-

Flying Dragoth

Flying Dragoth are very similar to their grounded brethren, except they, of course, have the ability to fly. They are often coloured the same as their cousins. They are not as sturdy as the Dragoth however they are even faster while flying and wield a nasty bite attack, which delivers a neurotoxin that temporarily paralyzes its victims while the Dragoths below tear it to pieces. They also have the uncanny ability to smell out hidden opponents, making them a valuable resource to the Elven Houses.

Flying Dragoth (2-6)

| CC | RC | PW | LD | AC | WD | ST | MV | AR | DEF | SZ | CT |
|----|----|----|----|----|----|----|-----|----|-----|----|----|
| 10 | 8 | - | 10 | 2 | 1 | 2 | 2/7 | 14 | -4 | 1 | 30 |

Special Rules

Flyer

Cold Blooded

Hunter

Neurotoxin – If a Flying Dragoth successfully wounds his opponent in battle then it delivers a venom that paralyzes it's victims for one turn if they fail a LD test. Place an Activation counter next to him, if he already has one, place another one, and only remove one at the end of the turn.

Equipment

Flying Dragoth have a bite attack, Natural Attack – Bite (7) and Neurotoxin

Classification

Draconic

Dragon's Song

Cost: 18

Range: 15"

Level: 4

Actions: 3

Save: Special

Effect: All draconic creatures within range may immediately move towards the caster as if they had just had their turn; however they do not lose their next activation. They may only make move actions though. Allied creatures do not gain a save however enemy creatures get to make a LD test to resist.

Individuals of the House of Dragoth

Crimson Lotus Eater (1)

Crimson Lotus Eaters have a very limited selection of spells; however they are an excellent boost for any army, which includes the Dragoths. Many of their spells can be of an asset to any army; however they specialize in boosting their Dragoths.

| CC | RC | PW | LD | AC | WD | ST | MV | AR | DEF | SZ | CT |
|----|----|----|----|----|----|----|----|----|-----|----|----|
| 8 | 8 | 15 | 15 | 3 | 2 | 3 | 3 | 15 | +1 | 2 | 60 |

Special Rules

Steadfast

Commanding Presence

May Purchase Spells from the Crimson Spell List

Immune to all harmful Crimson Lotus Magic

You may only purchase one Lotus Eater for every 1000 pts in your army

You may not purchase this Lotus Eater unless one for your army is already present and also if you have not purchased a units of dragonbanes.





maining retainers died at the hands of the Stygian menace.

Once we had hidden in the caves we began to make the journey to the other side through an ancient Dwarven tunnel that leads to a small outpost on the other side of the mountains. The journey took us three days; once we had reached the other side we had lost a few more of our already dwindled number to creatures that lurk in the shadows.

We broke through the other end and the bright noon sun blinded us as we were escorted to the general in charge. He gave the families and non-military shelter, and then appointed all of the surviving unit's assignments.

I the sole surviving Crimson Lotus Eater of the Fortress of Dalamir, El'Dislan, give this account to the Elven Houses. We have now shown our prowess in battle and wish to have the ability to show our worth to the other houses. So we now offer our Dragonbane breeds to you, the Dragoth and the Flying Dragoth."

Equipment

Lotus Eaters are armed with a Longsword and a Staff of Channeling. This staff channels power gained from the Lotus Flower they consume and is not used in Close Combat.

Classification

Mortal

Protector of Dragoth

The Protector of Dragoth is an imposing figure; often surrounded by Dragoths of all types he can give them bonuses by acting as a standard and a commander. They are usually heavily armored and can move fast enough to keep up with the Dragoths. It is rare to not see one on the field with Dragoths, though either can be on a force without the other.

Protector of Dragoth (1)

| CC | RC | PW | LD | AC | WD | ST | MV | AR | DEF | SZ | CT |
|----|----|----|----|----|----|----|----|----|-----|----|----|
| 14 | 8 | - | 12 | 3 | 2 | 5 | 3 | 19 | -4 | 2 | 65 |

Special Rules

Steadfast

Commanding Presence (On warbands of Dragoths only)

A Protector may Purchase a Standard that will affect all Dragoth within 5 inches.

Immune to all harmful Crimson Lotus Magic

Equipment

The Protector of Dragoth is armed with a Poleaxe and a Warshield.

Classification

Mortal



Rising Darkness

Cost: 5

Range: Caster

Level: 2

Actions: 3

Save: None

Effect: Rising Darkness is a spell cast by the Lotus Eater when he comes into danger, the area within 6" of the caster becomes as dark as soot and you cannot see what is in front of you. Missile weapons may not shoot into or out of the darkness. You may also not make CC attacks within the Darkness. When moving roll as deviation except if you move up to one half your speed. Spells may not target the same as missile weapons, however spells with the range of self or caster may be cast, also spells that do not require LOS work just fine. The spell last for 1 turn, not counting the one which it was cast.





Chronopia Campaigning Advanced

By
Glenn McClune

Overview

This is designed to make campaigning in the Eternal Realm more fun and intriguing, though it does not make it more balanced, this is designed for realism instead. First off you need to decide how many points to use. Next you need to design a campaign map, only if you have one player for each race should you use the map of Chronopia itself. If you don't have that many players than you should draw one up, or build one. Thirdly you need to design your warbands; you should aim for 3-5 warbands. And lastly PLAY!!

Part 1: Points

Well this depends on how many points of figures your player with the fewest points has. Basically if he has 700 then you can play with about 4x that amount or 2800 pts, though this limits your lowest pointed player a lot. The other way to look at it is how many points you want your average fight to be. Then multiply it by 4. This is how many points you have. Next allot a range that is at least half your total cost and no more than 1/8th the total. This is how many points a warband within the army can be. You could make 4 warbands of exactly the same cost, or have some smaller and some larger or just a smaller amount of larger warbands.

Part 2: Campaign Map

You will need to either draw or build a map to play on, this can be as simple a piece of graph paper with little pictures in the squares or as complex as small modular pieces that build a 3d version of the map and move actual minis on it which represent your warbands. I

suggest the graph paper approach unless you have a lot of free time or cash. Make a map with each square depicting a type of terrain, either Artic, Water, Plains, Mountains, Caves, Desert, Forest, Jungle, Swamp, or any other terrain type you can conceive and have terrain for. Also you will need to note towns on these maps. When designing your map, be careful to allot terrain equally, especially towns, or mine type areas. Next you need to a lot resource values to these terrain types. I would suggest 1 for plains and such, 2 or 3 for forests and semi useful lots of terrain. For cities and very useful economic centers or



places of extreme value, go up to 20 or so. An area that has use for only one race, that race will gain a +1 bonus when possessing it. Also, any race that the majority have the Warrior special ability they also gain a +1 bonus when possessing it. These points are basically added to your campaign victory points for uses of buying reinforcements. To gain control of a square all you have to do is march a warband over it, unless an opponent's warband is currently in control of it.





Part 3: Warband Design

You may build up to 5 warbands just as you would for a single game, except that your warbands themselves must fall into the warband size limit already determined. Note this means that sometimes you or your opponent may be out powered. If you are seriously out manned you may wish to play a scenario that is weighted to the underdog. Now each warband must be named and have its contents recorded. Then it is best to designate it by an abbreviation.

Part 4: PLAY!

Now to play with this system is easy and fun, though it does slow things down a bit. First off after you have designed your warbands and maps and such, each side of the paper or board is the army deployment area and is automatically under control. You may move your warbands the average speed of that band as many squares as its speed would be in inches. Then alternate moving your bands, after all bands have been moved a turn has passed. One turn is the equivalent of 1/3 a month. This means that as the seasons pass so should the weather. As you move you possess the terrain and gain points with which to buy more troops for your force. If you surround an area with controlled squares than you automatically claim all the area within as your own. Unless your opponent controls some of the squares or they are mountains of some other difficult terrain.

Which brings me to my next point; certain terrain is more difficult to pass through than others. The following types cost two movement to pass through, Mountains, Artic, Jungle, Desert, and Wastelands. Water squares may only be moved through once you purchase boats for your army. If you have the appropriate Warrior ability, it costs you no extra speed in these environments. A warband clashes when an opponent's warband moves adjacent to yours. Duke it out as normal. The best way to make it easy to play is have a square very near your opponent's entry that you must reach to win. Pretty much like capture the flag, except you only have to go one way.

Special Map Abilities

You may Purchase Special Map abilities for your units. These do a variety of things and you may allot victory points to them however you wish. All armies however begin with Scouts, though this can be refunded for more units, but only if you have a third party who does not wish to play.

Scouts – You may see where your opponent moves and what lands they control. All armies have this to start for free; it can be refunded for more points. Cost: 300

Boats – You may move your speed/2 over water terrain. Cost: 100

Warships – You must have Boats before you take this, you may move your speed over water terrain. Cost: 100

Deception – Select a warband, when you move this warband you may select two squares as its location. You may decide where it resides whenever you choose, please note that once this army is revealed the path of the other is erased and any land taken lost. Basically it allows you to have an extra warband with nothing in it to deceive your opponent, though until it is attacked in battle it is your choice whether that truly is or isn't the real thing. Cost: 300

Fleet of Foot – Next turn all your warbands may move double their speed. This is a single-use ability. Cost: 100

Terrain Advantage – Next time you have a battle, you get to place all the terrain, though your opponent chooses the pieces. Min 4 pieces and 1 square foot coverage, unless you disagree. This is a single-use ability. Cost: 150

Spies – Select an opponents warband, he must reveal the makeup and any special rules about it. Cost: 100





Diplomatic Relations

By
Mario N. Bonassin



Overview:

You're on a diplomatic mission to small clan in the Frozen North when in through the door to the hall a Hunter rushes in. He runs over to Chieftain Ffeil and whispers into his ear. Ffeil's expression suddenly turns sour. He nods to the hunter who then leaves. Ffeil thinks for a moment then looks to you. "You wish to pursue relations with our clan?" You nod, dreading what is coming next. "Then I ask for your help, the Dark Ones have been spotted with in our borders. We do not have the forces to deal with them alone, but with your help we can rid ourselves of their vile taint. We ride immediately."

Armies:

The point value for this scenario is 750. The Attacking army must be an Elven, Dwarven, Firstborn, or Blackblood army with a Non-Shadow Tribe Sons of Kronos contingent that comprises 50% of the army's total points. The Defending force is a Devout army, which may take 1/3 Shadow Tribe forces.

and causes Dread. Any Undead within 15 inches of the Monolith are given +1 MV, +1 ST.

Victory Conditions:

Victory Points are determined as normal on pg. 117 of the rulebook. If the attacker succeeds in destroying the Monolith he gets 150 extra VP. If the defender is successful in defending the Monolith he gets the 150 VP.

Battlefield:

The battle takes place on the snowy steppes outside of the village. There are a few rocky outcroppings, scrub trees, low hills, and a hut or two representing the Devout camp at the center of which stands a new Monolith to the Dark Lords. The table is 4x6.

Deployment:

Deployment goes a normal with a few exceptions. The Devout place the Monolith as their first deployment and the Attacking army splits in two which deploy in their own zones.

Length of the Game:

The game lasts 6 turns.

Special Rules:

At the start of the game roll on the Icy North chart to see what the conditions are like. For a more interesting battle ignore a roll of 13-20.

The Monolith has 4 W, AR 18, SZ 4





*Chronopia Tournament
Edinboro, PA
on the 10th of April*

This is just a short overview of the events that went on.

Over all the events went rather well, we had 6 total people. I played Stygian, Robb played Blackbloods, Jon played Devout, Dan played Firstborn, Drew played Crystal Lotus, and Stephen played Blackbloods as well.

We all had a good time, many of the battles were very close, except on my end, I pretty much got squashed every game. Mostly due to my inexperience with the army. Anyways, we neglected to use the Victory points which simplified things until we realized there would be a slim chance for a clear victor. Anyways we did have one, Jon came through with flying colors, he wasn't even going to play, but we convinced him. He took 1st place as well as winning the Painting Competition. Robb and Dan tied for 2nd but it worked out well as Dan and Robb had no problem splitting the prizes. Then Stephen took third. I and Drew took last. Overall it was excellent. I and all involved had and excellent time.

*Later,
Glenn*

Building Quonset huts

by
Andreas "Coil" Engstrom

What is a Quonset Hut?

Before getting on with how to create these for your Warzone table we will start with a small history lesson.

In the beginning of WWII the US Navy discovered that it needed a cheap portable building that could easily be erected by untrained personnel. A construction company in New York was contracted and within just a month a production facility near Quonset, Rhode Island was churning out prefabricated buildings for the armed forces.

The huts were constructed by covering steel ribs with corrugated sheet metal. During the war these were used for everything from barracks to warehouses to field hospitals to hangars. Around 170,000 of them were built during the war.

A thousand years later a similar design is still in use across all types of climates from arctic bases on the poles of Venus, to airfields on the McCraig line of Mars and the jungles in the Graviton Archipelago. The leading manufacturer is Pioneer Construction Inc. a wholly owned subsidiary of Capitol Universal Steel.

Step 1: Preparations

The first step in any terrain project is to gather the necessary raw material. For me this started when my wife unpacked a box of tea cups she had bought and was about to throw the packaging in the trash. I quickly took the corrugated cardboard saying "Hey this could be useful for building terrain".

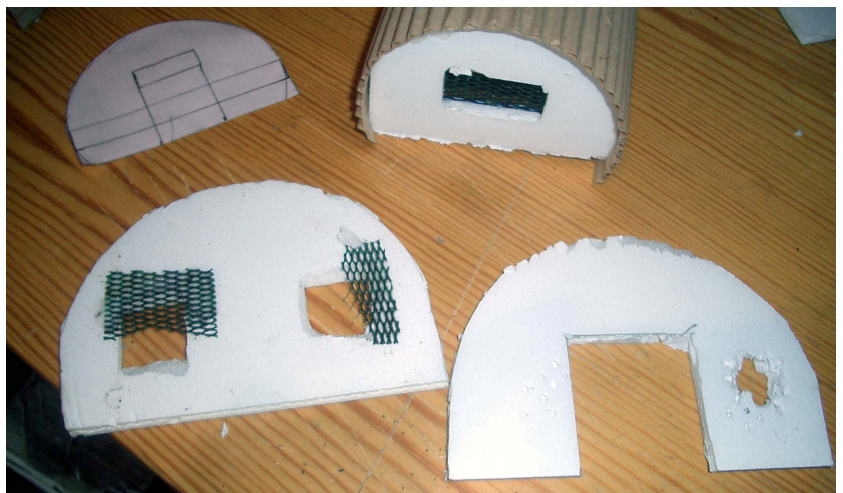
List of materials and tools needed:

Corrugated cardboard (commonly found in packaging) for the roof
Poster board (Foam Core) or thick cardboard for the walls
White glue/wood glue/Elmer's glue
Black Spray or black paint
Paints, washes and brushes
Hobby knife
Ruler/Tape measure
Various bits and pieces for decorating

Step 2: Design

Before I started to build I thought about how big I wanted my huts to be. I decided to do them in a large and small version. The end walls on the smaller version is about 8-9 centimetres wide and on the bigger huts it is about 13-14 centimetres.

How did I arrive at these measurements? I simply took a mini and decided that it looked good and that I would have space inside for minis. I then drew a half circle to which I added a few centimetres at the base so that they would be tall enough for minis to stand inside. I then decided on an appropriate height for the door, again using a mini to make sure it was big enough.





Step 3: Cutting the pieces

Next I used the templates to mark out the end walls on a piece of poster board. Poster board for those who are not familiar with it is basically a sheet of Styrofoam covered with paper on both sides and the type I use is maybe half a centimetre thick. Poster board can be bought in large sheets in art supply or craft stores and is a great material for creating buildings.

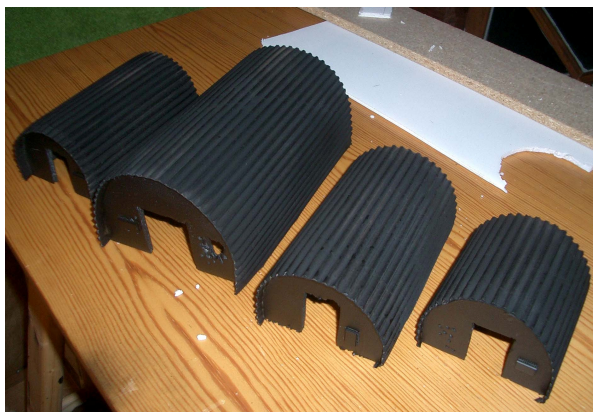
Then it is time to start cutting out the pieces. In the picture above we can see two of the end walls, one with a door and one with a window, as well as one of the smaller templates. On the window I have glued some plastic mesh that will look nice once dry brushed a nice metal colour.

For the roof I just held the corrugated cardboard to the end wall section and marked off the correct width and then cut it out.

Step 4: Assembly

The next step is to glue the walls and the roof together. This can require some patience but it shouldn't be too hard. It can take a while for the glue to dry so just go and paint some minis while you wait.

At this stage I also created some battle damage on the walls by punching holes in them with a pencil. After this I primed the houses with black spray. Normally spray paint and Styrofoam can be a bad combination, since the spray sometimes melts the foam, but either the paper on the poster board protects it or it is another type of foam.



Step 5: Painting

After the spray has dried it is time to start painting. Choose whatever colours you want. Painting the roof is easy just take out a can of metal paint (I used Boltgun metal) and start dry brushing. If it gets too bright, one can always try to give it a black wash. I wanted my huts to look like they had endured the elements for a long time so I used some flesh wash to add some rust to selected areas of the roof.



Step 6: Add details

To finish the buildings I added details like the mesh across some of the windows and the panels beside the doors, and a Capitol eagle above the doors.

I will also take a look in my bits box and see if I have any other stuff like barrels, crates or maybe some weapons that I can use to add flavour. One can also add greenery like grass, vines plants. My plan for the huts is to have them as an abandoned research base in an arctic area and I will then add more wintry details to them.



In the picture below a squad of my Blood Berets is advancing on a Metropolitan Prophet.



When you do this you will get a lot of pieces of corrugated roof. Don't throw these away! Leave some of it on the ground near the house as debris and use the rest in other terrain projects. A piece of corrugated steel can look nice covering a fox hole or reinforcing a trench wall.

When I build terrain I want it to be more than just big static blocks that block line of sight. I want to be able to move units into and through the terrain as well as around it. So I took a pair of scissors and cut holes in the roof of the buildings so that models can enter and take up firing positions in the houses or move through them towards an opponent.

